

## **AMENDMENTS TO THE CLAIMS**

The following listing of claims will replace all prior versions and listings of claims in the application.

### **LISTING OF CLAIMS**

1. (Currently amended) A display method comprising the steps of:

projecting a at least one moving image on a predetermined at least one display area in a game board of a game machine from the back of a panel; and  
projecting a still image on the game board outside of the predetermined at least one display area,

setting wherein a position parameter that determines a position of said at least one display area, a number parameter that determines a number of said at least one display area, and a size parameter that determines a size of said predetermined at least one display area where said at least one moving image is displayed, are set as parameters, and

changing more than one of said position parameter, said number parameter, and said size parameter is changed at a predetermined time while the at least one moving image and the still image are displayed, and

changing more than of said position parameter, said number parameter, and said size parameter when a state of the game machine changes during a game,  
wherein the at least one moving image includes a broadcast television image.

2. (Cancelled)

3. (Currently amended) A display method as defined in claim 1, further comprising the steps of:

changing more than one of said position parameter, said number parameter, and said size parameter parameters when a player comes close to or moves away from the game machine by at least one predetermined distance.

4. (Original) A display method as defined in claim 1 further comprising the step of projecting game machine information as the still image.

5. (Currently amended) A display method as defined in claim 1 further comprising the step of displaying ~~at least one of a broadcast and a distributed image as~~ at least one of said moving and still images.

6. (Currently amended) A display apparatus comprising:  
a projection mechanism that projects an image from a back of a game board of a game machine; and

a control unit that causes the projection mechanism to projection display at least one moving image on a predetermined at least one display area in the game board and causes the projection mechanism to projection display a still image on the game board outside the predetermined at least one display area, wherein said control unit sets parameters including a position parameter that determines a position of said at least one display area, a number parameter that determines a number of said at least one display area, and a size parameter that determines a size of said predetermined at least one display area,

one display area where the moving image is displayed, and wherein said control unit changes more than one of the parameters at a predetermined time, while the at least one moving image and the still image[[s]] are displayed.

wherein said control unit causes said projection mechanism to project at least one of a broadcast television image and a distributed image as the at least one moving image.

7. (Original) A display apparatus for a game machine as defined in claim 6, in which said control unit causes said projection mechanism to alter at least one of said parameters when the predetermined time equals a time of a change of a game state in the game machine.

8. (Original) A display apparatus for a game machine as defined in claim 6, further comprising means for inputting a game machine information image that displays game machine information of the game machine, and wherein said control unit causes said projection mechanism to project display the game machine information image as said still image.

9. (Cancelled)

10. (Original) A display apparatus for a game machine as defined in claim 6, wherein said control unit causes said projection mechanism to alter at least one of said parameters when the predetermined time equals at least one of a time at which said

control unit has determined that a player has come within a predetermined distance to the game machine, on the basis of a sensor signal outputted by a user sensor, and a time at which said control unit has determined that the player has moved away from said game machine more than a predetermined distance, on the basis of the sensor signal.

11. (Currently amended) A game machine comprising the display apparatus for a game machine as defined in claim 6, further comprising a main control unit which causes said display apparatus for a game machine to projection display said at least one moving image and said still image.

12. (Currently amended) A game machine as defined in claim 11 further comprising:

a user sensor that outputs a sensor signal permitting determination as to whether a player has come within a predetermined distance to said game machine; and wherein said main control unit causes said display apparatus for a game machine to projection display said at least one moving image and said still image such that at least one of said parameters is altered when the predetermined time equals at least one of s time at which said main control unit has determined that the player has come within the predetermined distance to said game machine, on the basis of the sensor signal outputted by said user sensor, and a time at which said main control unit has determined that said player has moved away from said game machine by more than said predetermined distance, on the basis of said sensor signal.

13. (Original) A game machine comprising the display apparatus for a game machine as defined in claim 10.

14. (Currently amended) A display method comprising the steps of:  
projecting a at least one moving image on a predetermined at least one display area of a game board of a game machine; and  
projecting a still image on the game board outside of the predetermined at least one display area;

changing wherein at least one of a position parameter that determines a position of said at least one display area, a number parameter that determines a number of said at least one display area, and a size parameter that determines a size of said predetermined at least one display area is changed at a predetermined time while the at least one moving image and the still image are displayed;

wherein said predetermined time corresponds to a change in a state of a game being played on said game machine; and wherein said at least one moving image includes a broadcast television image.

15. (Cancelled)

16. (Original) A display method as defined in claim 14, wherein said predetermined time corresponds to at least one of a player approaching said game machine and a player leaving said game machine.

**17-21 (Cancelled)**